What is Claimed:

1. A method in a computer system for tracking a state of an entity for a client, the state of the client being up or down, the method comprising:

receiving a request from the client to track the state of the entity;

watching the state of the entity to detect when the entity enters the up state;

when entity enters the up state, performing a behavior specified by the client to be performed when the entity enters the up state;

monitoring the state of the entity to detect when the entity enters the down state;

when the entity enters the down state, performing a behavior specified by the client to be performed when the entity enters the down state;

receiving a request from the client for a reference to the entity; and

in response to receiving the request for a reference to the entity,

when the entity is in the up state, providing to the client the reference to the entity; and

when the entity is in the down state, notifying the client that no reference to the entity is being provided.

2. The method of claim 1 including:

receiving a notification that the state of the entity has changed;

retrieving a reference to the entity;

when a reference to the entity was previously retrieved, determining whether the newly retrieved reference corresponds to a different occurrence of the entity and, if so, performing the behavior specified by the client to be performed when the entity enters the down state followed by performing the behavior specified by the client to be performed when the client enters the up state.

3. The method of claim 2 wherein the determining of whether the newly retrieved reference corresponds to a different occurrence of the entity includes checking a time of creation associated with the references.

4. The method of claim 2 wherein the determining of whether the newly retrieved reference corresponds to a different occurrence of the entity includes checking unique occurrence identifiers associated with the references.

5. The method of claim 2 wherein the retrieving of the reference includes providing a name of the entity.

6. The method of claim 2 wherein the entity is an object and the reference is a pointer to the object.

7. A computer system for tracking a state of an entity, the system comprising:

a client component that registers when an entity is to be tracked, that provides a client behavior to be performed when the entity changes state, and that requests a reference to the entity;

an entity tracking component that receives the registration from the client component to track the entity, that when requested by the client component provides a reference to the entity, that requests a reference to the entity, and that provides a tracking behavior to be performed when the entity changes state that effects the performing of the client behavior provided by the client component; and

an entity manager that when the entity changes state performs the tracking behavior provided by the entity tracking component and that when requested by the entity tracking component provides a reference to the entity.

8. A computer system for tracking a state of an entity, the system comprising:

a registration component that receives a registration from a client to track the entity, the registration indicating a behavior to perform when the entity changes state;

a reference component that retrieves a reference from an entity manager when the reference is in an up state and that provides to the client a reference to the entity when requested by the client; and

a notification component that requests to be notified when the entity changes state and that when a notification is received performs the indicated behavior.

9. The computer system of claim 8 wherein the notification component, when a notification is received which indicates that the entity has entered the up state, retrieves a reference to the entity and when a previously retrieved reference and the newly retrieved reference refer to the same occurrence of the entity, suppresses the performing of the indicated behavior.

10. A method in a system for tracking a state of an object changes in a distributed object environment, the method comprising:

registering to be notified when the state of the object changes; and when the state of the object changes, receiving a notification and performing a behavior associated with the change in state.

11. The method of claim 10 wherein the registering identifies the object using a tracking reference.

12. The method of claim 10 including when the state of the object changes, receiving a behavioral reference to the object.

13. The method of claim wherein one software components registers to be notified and another software component receives the notification.

14. The method of claim 10 wherein the state change is the object entering the up state.

15. The method of claim 10 wherein the state change is the object entering the down state.

16. A system for tracking software components in a distributed software component environment, comprising:

a watch component that watches for when a software component enters a first state and provides a notification that the software component is in the first state; and

a monitor component that monitors for when a software component enters a second second state and provides a notification that the software component is in the second state.